

STAR DRONE

EXTREME

INSTRUCTION MANUAL

WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

FCC AND IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received,
including interference that may cause undesired operation
-
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

BASIC CONTROLS

L

Free Look Mode

R



START

Pause Menu



Options

Adjust game speed

FRONT

Toggle control method:
Front - use touchscreen
Rear 1 - use rear touch pad
Rear 2 - use rear touch pad
as a single button

3

Toggle game difficulty:
Easy/Hard

MUSIC

9

Adjust music volume

Adjust sfx volume

SFX

9

EASY



Launch Drone



AIMING

1

Tap and move finger to choose direction.

LAUNCH

2

Release finger to launch the drone.



Using beacons

SELECT BEACON

3

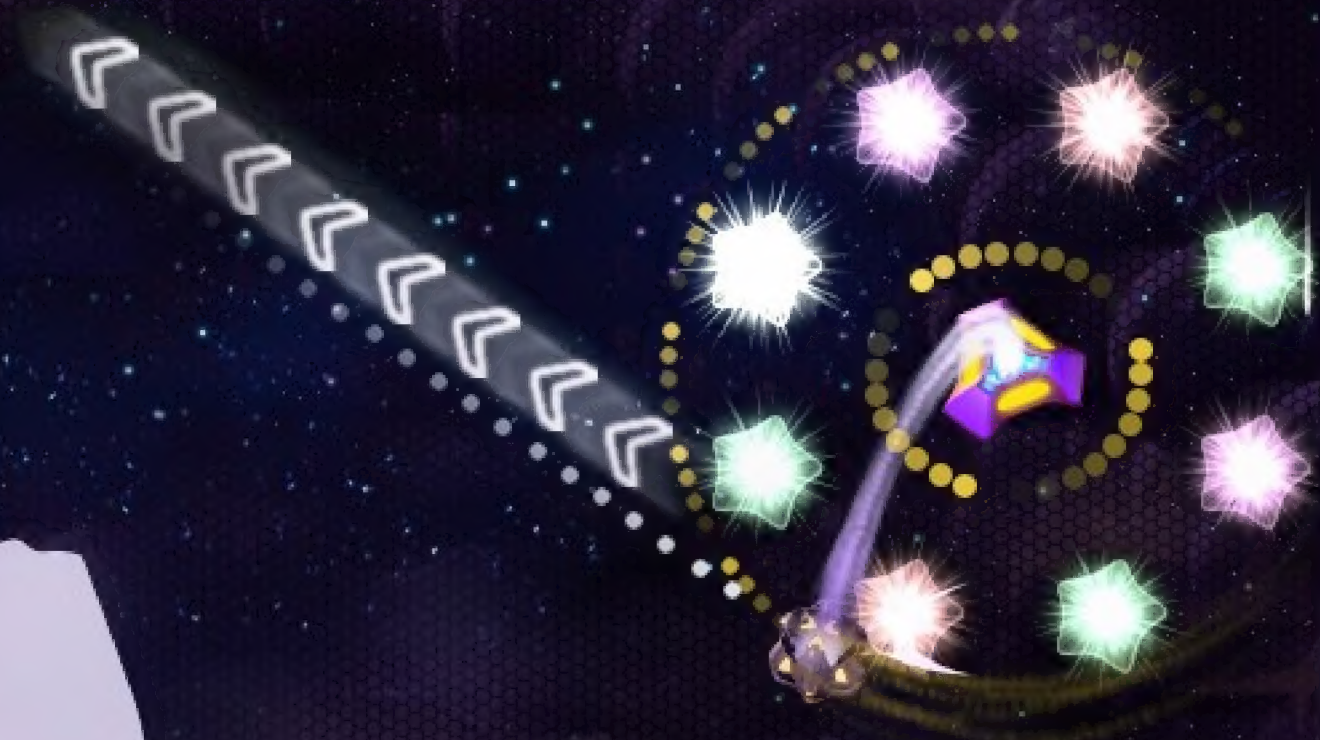
Tap and hold close to desired beacon to attach to it.



NEW TRAJECTORY

4

Choose new trajectory and release finger to move further.





Helper Objects



+3 HEALTH

Adds 3 points to your health.



HEALTH INDICATOR

Displays your health points.



+25 HEALTH

Adds 25 points to your health.



SPEED-UP FIELDS

Enter speed-up fields to get a momentary boost and change your movement direction.

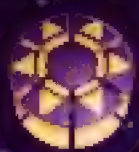


Walls and Blocks



CUBES

When hitting cubes, your drone will jump off. Incidence angle equals reflection angle. Red cubes are destroyed on impact.



BUMPERS

When the drone hits the bumper, it pushes the drone in different direction at increased speed.



ICE

When you hit an ice block, your drone will jump off in random direction. Ice blocks can be destroyed by 3 hits. In Comet Rush mode you can destroy ice blocks!



WALL

Regular wall. When hitting walls, your drone will jump off. Incidence angle equals reflection angle.



ASTEROIDS

Walls made of rocks and small asteroids. When hitting walls, your drone will jump off in random direction.



SPEED-UP RAMP

When you enter the speed-up ramp, your drone starts to move along the ramp at increased speed.



Enemies and hazards



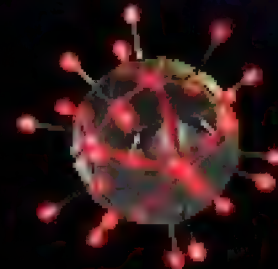
CREEPER

Moving enemy. Will chase you throughout the level.
Causes 25% damage on impact on Hard mode and 15% damage on Easy mode.



VIBEMASTER

Pulls alight stars and steals stellar matter from them.
It results in a huge blast that causes 20% damage on Hard mode and 20% damage on Easy mode.



MINE

Causes 33% damage on impact on Hard mode and 25% damage on Easy mode.



DANGEROUS SPIKES

Kills you instantly on impact on Hard mode.
Causes 40% damage on Easy mode.



Using rockets to destroy your enemies

TURRET

Turrets will fire rockets when you move in front of them. You can deliberately make them fire by hitting their top.



ROCKET

Turrets fire homing missiles that are pursuing you until they hit your drone or any obstacle.



ENEMIES

Missiles destroy your enemies upon impact.



SET MISSILES ON YOUR ENEMIES

Knowing the enemy behavior allows you to maneuver avoiding rockets and guide them to destroy your enemies.



Comet Rush mode

ALIGHT STARS

When you come close to the idle star it lights up, fueling your drone and increasing its speed.

IDLE STARS

Idle stars are your fuel. When all stars are alight, you don't have any reserve for fueling your drone.

LIGHT UP STARS TO GET INTO COMET RUSH MODE

When you light up stars, you can see your speed increase on the Speed indicator. If you light enough stars to fill up the Speed indicator, then your drone enters the Comet Rush mode. When in Comet Rush mode, you can crush your enemies and obstacles on impact.

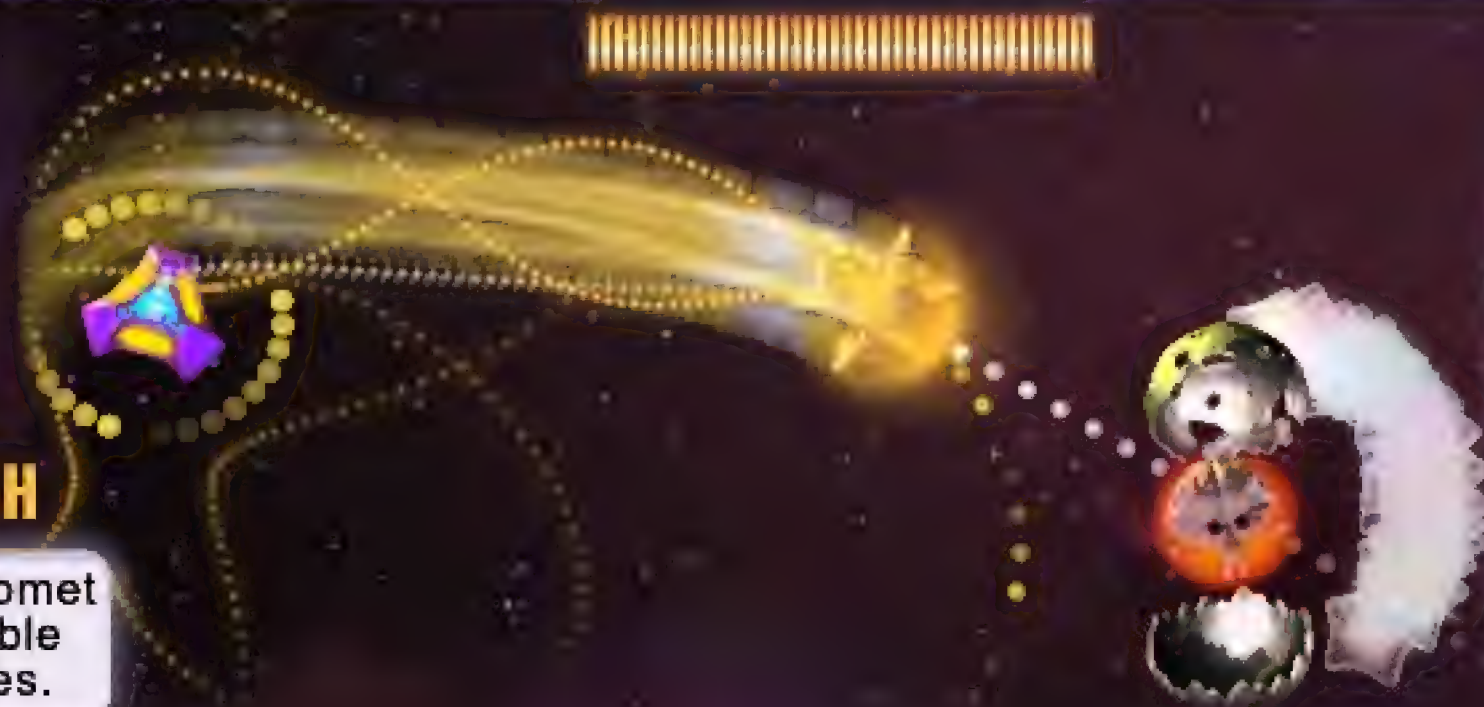




Destroying your enemies

COMET RUSH

You have to be in comet rush mode to be able to destroy enemies.



OPEN VIBEMASTER

In order to destroy Vibemaster you have to wait till it starts to pull alight stars. At this point Vibemaster's shield is open and he is vulnerable to your attacks.

CRUSH YOUR ENEMIES BY HITTING THEM WHILE IN COMET RUSH MODE

Light enough stars to fill up the Speed indicator and enter into the Comet Rush mode. When in Comet Rush mode, you can crush your enemies and obstacles on impact.



Power-ups



MAGNET

When Magnet is active you are able to pull surrounding stars close to you and light them up.



BERSERK

In Berserk mode, your drone automatically attacks the enemy closest to you.



INVISIBILITY

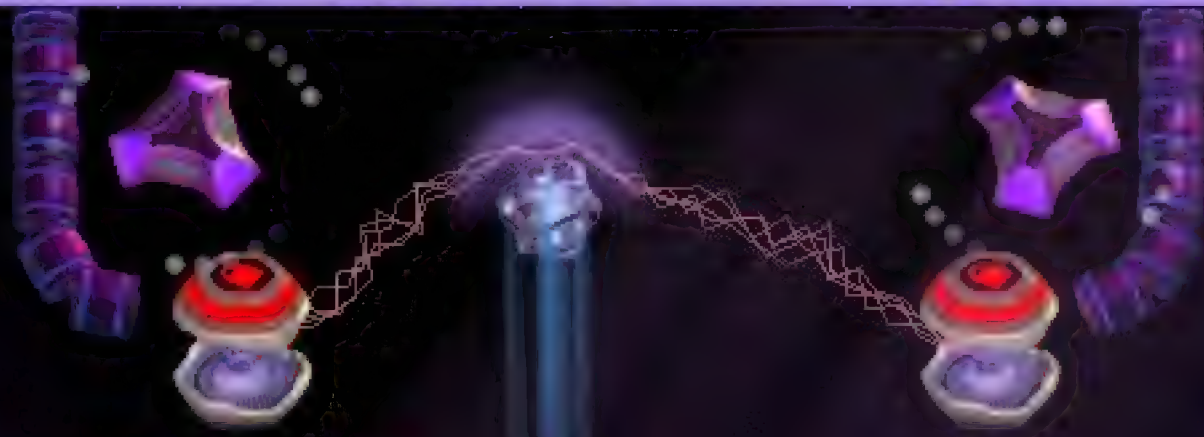
Invisibility power-up hides you from your enemies for a period of time.

USING POWER-UPS

In order to use power-up you have to move close to it to pick it up.
When picked up, power-up is activated instantly.
You can only use one power-up at a time, so choose wisely.



Energy gates and keys



COLORED LOCKED ENERGY GATE

There are three types of gates:
red, green and blue.

COLORED KEY

For each gate
there is a
corresponding key
of the same color.

FIND KEYS TO OPEN GATES

Search the level to find keys of proper color in order to pass through the gate.
The gate is automatically unlocked when you approach
to it with the key of same color.



Collect shreds of Equilibris

SHREDS

Pieces of Equilibris are scattered all over the level.



RESTORE POINT



FIND SHREDS OF EQUILIBRIS TO RESTORE IT

Restore point is the trace of Equilibris, having the same shape and size.
You have to find all pieces of Equilibris
and bring them together at the restore point.



OVERALL

NAME _____

SCORE

MEDALS

TIME

Swipe up and down
to browse through
high score pages

Switch between
your scores,
your friends scores
and overall
top high scores

for more information about this game,
please visit:

www.stardrone.net
www.beatshapers.com/stardrone



BEATSHAPERS

Orb
games

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